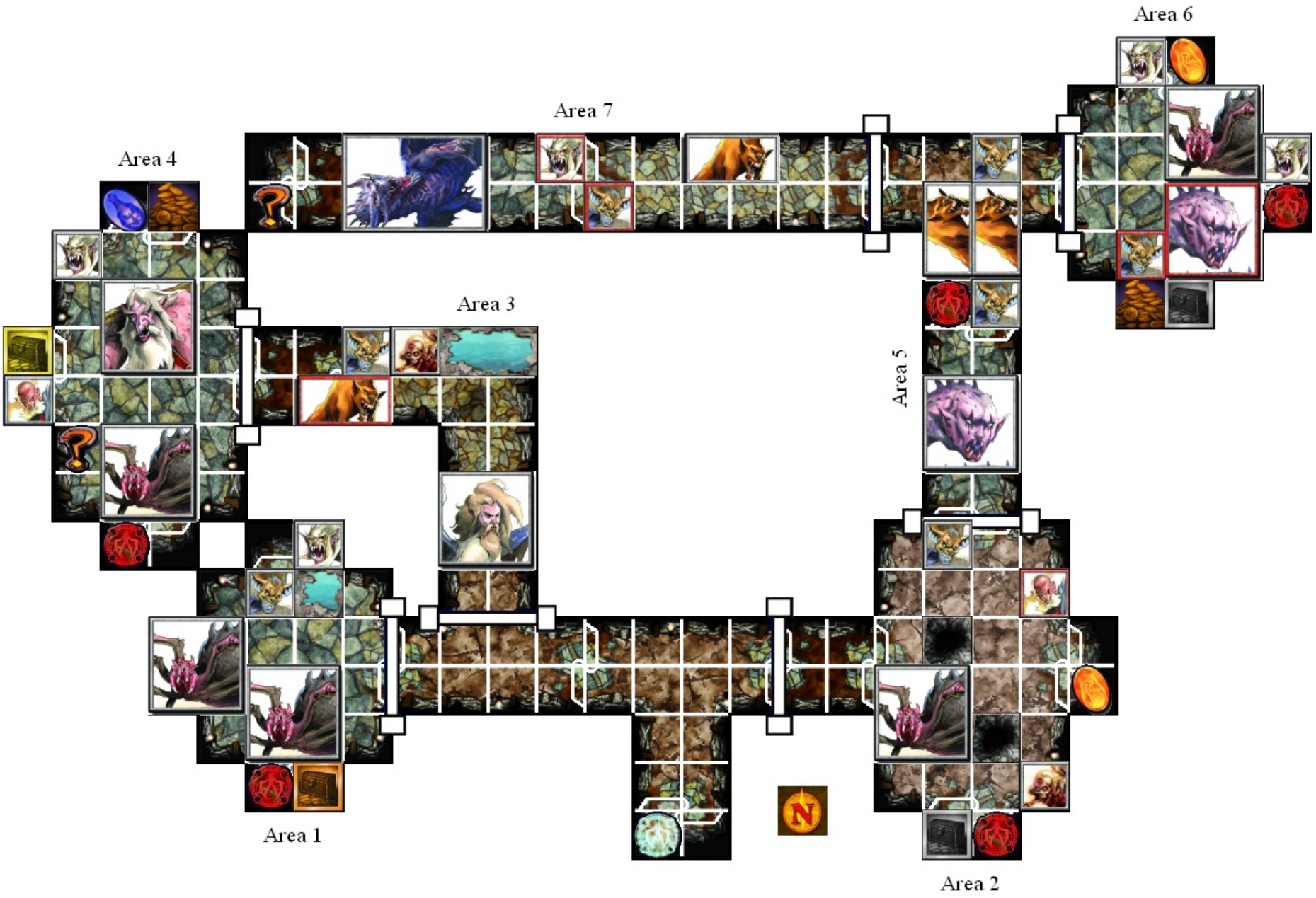

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New Quest

By Robert Hill

Quest Background

You have been approached by a cartographer who wishes to map the local area.His goal is to make the greatest map ever of this area and he wants your help.He has hired you to investigate a dungeon area and rid it of any evil that lurks within.Once the evil is cleansed you come back here then escort him to the dungeon where he will map it out for himself.He also will pay you for guarding him during his map making process.His offer was one you could not refuse.

Quest Goals

Clear out the entire dungeon of any enemies within,take a glyph back to town and report back to the cartographer.

Important: The heroes start with 5 conquest tokens (9 if using treachery rules).
Treasure Chests:
Copper 1-2 conquest tokens,2 curses,1 copper treasure
Copper 2-1 conquest token,3 curses,1 copper treasure
Copper 3-2 conquest tokens,3 curses,1 copper treasure
Silver 1-2 conquest tokens,100 coins,1 silver treasure
Silver 2-2 conquest tokens,1 curse,1 silver treasure
Silver 3-3 conquest tokens,3 curses,1 silver treasure
Gold 1-3 conquest tokens,1 curse,1 gold treasure
Gold 2-3 conquest tokens,1 curse,100 coins,1 gold treasure
Treachery:
Green (Event)=5
Trap (Purple)=2
Red (Monster)=3

New Area

Area 1

You see a very short corridor before you that opens into a rather large area.The area looks pretty plain except for a little pool of water that lies in the northern part of the room,a glyph that lies to the south and a treasure chest in the south.A bat-like creature,two spiders and a beastman live here.

New Area

Area 2

This rooms floor is very uneven and two parts of it have even give way causing two pits to appear in the floor.There is a glyph and a treasure chest to the south while a potion lies in the east alcove.There are four creatures in here but only one stands out and that is the wizard who has an aura surrounding him.

New Area

Area 3

This is just a corrider that turns to the west.The only thing making this corridor different is a collapse in the ceiling at the point where it turns to the west.This has caused a pool of water to cover the ground.The pool and the heroes is not the only thing in here,however.Blocking your path north is a very large creature that occupies the entire corridor.You can also hear more noise from behind this creature as more things scurry your way.

New Area

Area 4

Standing before you is a giant.Of course he is not alone.With him are a spider,a wizard and a beastman.Giving you some comfort is the fact that there is rewards in here for the taking.A pile of coins and a potion lies to the north.A glyph to the south.Lying in the west alcove is a treasure chest that gives off a bright light.Almost blinding.On the west side of this room lies a corpse.A pool of dried blood surrounds it.It looks like he has been dead for quite some time.

When a hero lands on the encounter marker

Lying here is the corpse of a man.You notice a massive,deep gash across his chest and realize that must have been his demise as he bled out a a short time later from the wound.He did manage to write a note on a peice of parchment.It reads:"I curse my so called friends as they left me for dead in here.I was wounded during the fight in here and they did not bother to help me in any way.I was knocked out by my wound and when I woke up I realized I was alone in here.They left me to die.I hope someone kills them in the way I was killed or even worse.I had a great life and I leave the world knowing that."

New Area

Area 5

This door opens into a corrider.You notice it branches off to the east and west further up.A glyph lies about halfway down the corridor but a large snake like creature guards it.Behind that you notice two dog like creatures and two creatures that look posses pointed ears and wings.

New Area

Area 6

This room is rather crowded and most of the monsters occupy the eastern part of the room.Another snake like creature is here but this one is a different color than the one from the last area.The bat like creature also is different from ones you have seen before.A spider and Two beast men finish out the creatures in here.The southern alcove is a treasure trove as a pile of coins and a treasure chest are there.A potion to the

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north and a glyph to the east finish out the room.

New Area

Area 7

A corridor stands before you that leads straight west.No room here.The first thing you notice is a very large dragon at the far western end of the corridor.He has friends with him.A dog creature and a beast man along with another bat like creature.The last two creatures have a special aura about them.A very large pile of bones lie in the southwestern corner of the corridor.As you ready to fight you realize something is unique about this area.There is no glyph!

When a hero stands on the encounter maker

You begin to dig through the bones and uncover what you were hoping was there.A glyph now appears on the ground and it is now glowing,ready to be used.

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